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Judge Dredd John Wagner 2004-05-21 Join Judge Dredd on an epic journey across the Cursed Earth and then into the depths of space in search of the saviour of Mega-City One... The Judge Child. A huge catastrophe has been predicted for Mega-City One, and only a special child who bears an Eagle mark can save the city from utter devastation. Dredd's odyssey brings him up against the bizarre Brotherhood of Trash, the despicable Angel Gang (including the unstoppable Mean Machine) and the giant toad Sagbelly! Rarely has a Dredd epic featured such a memorable rogue's gallery Featuring work by fan-favourite artists Ron Smith, Mike McMahon and Brian Bolland, this is a classic Dredd tale presented in its entirety for the first time in paperback.

Judge Dredd: America John Wagner 2015-08-11 The classic Judge Dredd story in a US edition for the first time! IN MEGA-CITY ONE, THE JUDGES ARE THE LAW – acting as judge, jury, and executioner. But how do the citizens really feel about a system where they are powerless? America Jara and Bennett Beeny grow up as best friends, living a fairly trouble-free life in a dangerous city... bar the odd encounter with a Judge. Time draws them apart, and when they are brought back together, Beeny is a successful singer and America has become involved with a terrorist organisation – with the Judges in its sights! Written by John Wagner (A History of Violence) with art by Colin MacNeil (Judge Dredd: The Chief Judge’s Man) this dark and complex tale is a true 2000 AD classic!
Dan Dare: The 2000 Add Years Vol Pat Mills 2015-11-01 Dan Dare, Pilot of the Future ids a British icon. He was created by Frank Hampson in 1950, and first appeared in the Eagle comic where he was an instant hit with the British public. Almost a decade after the original series had ended, Dan Dare was resurrected in the pages of a brand new sci-fi comic for boys - 2000 AD! Waking from suspended animation after two hundred years, Dan Dare faced an unfamiliar universe, filled with terrible new threats, but also included all too familiar ones...such as his old nemesis The Mekon! Collected up for the first time, the first volume of this punk-fuelled space opera features the superb writing of Pat Mills (Nemesis the Warlock), Steve Moore (Doctor Who) and Gerry Finley-Day (Rogue Trooper) with art by Massimo Belardinelli (Slaine) and Dave Gibbons (Watchmen).

Lawless 2 DAN. WINSLADE ABNETT (PHIL.) 2018-07-26 Book two of Dan Abnett's and Phil Winslade's Sci-Fi Western epic! UNVIABLE ASSET DISPOSAL! MUNCE INC'S PLOT HAS BEEN FOILED AND NOW ALL BETS ARE OFF. Since Colonial Marshal Metta Lawless unveiled their plans, the merciless hypercorp now consider Badrock a liability and are preparing to quietly wipe the frontier town and all its residents off the map! Unfortunately the residents in question are an uncooperative and pugnacious group of Muties, Meks, Humans and Uplifted Gorillas who have just been permanently removed from Munce Inc.'s employee roster - getting them to work together for survival will be no easy task! Metta and her disparate band of peace-keepers must get the locals to put aside their differences and fight against the corporate threat, before they lose more than just their jobs...

Pacific Rim Aftermath Cavan Scott 2018-11-06 Pacific Rim: Aftermath is the official prequel series to the major motion picture, Pacific Rim Uprising. This hardcover edition collects all 6-issues plus bonus story and new material for the first time. PACIFIC RIM AFTERMATH THE OFFICIAL COMIC PREQUEL TO THE MAJOR MOTION PICTURE Legendary Comics invites you to return to the epic universe of Jaegers and Kaiju with PACIFIC RIM AFTERMATH, the official comic book prequel to PACIFIC RIM UPRISING starring John Boyega. Santa Monica, 2034. In a city that was once the jewel of the West Coast, a new world has emerged: one rising up from the ashes of giant robots and giant monsters. In this futuristic aftermath, we will meet a new generation of survivors, including Griffin, a Jaeger pilot who has gone from defending the world to piloting an illegal Jaeger enforcer for the Mech Czar, a techno-criminal overlord who rules the underworld with a steel fist. Set against this gritty backdrop of street gangs, Kaiju worshippers and Jaeger scrapyards, fan favorite Hannibal Chau shockingly returns with a dangerous new agenda. Meanwhile, Jake Pentecost, son of Stacker Pentecost, arrives in the aftermath searching for answers behind the death of his legendary father. This all-new collected edition includes the 6-part series, the complete "I Am Pentecost" story, and unmissable bonus material for true Pacific Rim fans.

The Grail Diary Henry Jones 2018-12-11 This is a replica of the prop used in the movie. Every page has been painstakingly recreated to match the original and has been printed using premium quality paper and materials entirely made in North America. The softcover is not real leather although it is printed to look like a leather journal. There are no inserts in this journal, only the printed pages of the diary, any inserts will need to be created or purchased separately.

Carlos Ezquerra's 2000ad and Judge Dredd Colouring Book Lisa Mills 2017-09-26 Colour like Carlos! One of the best-loved and most successful sci-fi fantasy creators in the world collects 50 superb drawings of his top characters in a colouring book guaranteed to get your creative and law-giving juices flowing. Colour your way! Indulge your inner artist and immerse yourself in the world of Mega-City One. Gaze into the fist of Dredd! Judge Dredd -- The Lawman of the Future and the subject of two major feature movies and a forthcoming TV series, is notorious for his stern stance on upholding The Law. It's the Law! Go wild with colour as Dredd arrests perps, chases mutants on his Lawmaster Bike, and fights zombies! Strontium Dog, Wulf Sternhammer, Durham Red, Judge Anderson, The Dark Judges, The Fatties, and many more beloved characters from the pages of 2000AD join Dredd in this epic collection of Carlos's stunning creations. Unleash your creativity, relax, and lose yourself in the sci-fi world of Carlos Ezquerra! Includes special introduction by John Wagner - Judge Dredd writer-creator!

Marshal Law Pat Mills 2014-12 Series about a futuristic law official charged with policing super-heroes gone rogue by any means necessary, all while fighting his own self-hatred for being the thing he hates most: a super-hero.

Judge Dredd Vol. 1 Duane Swierczynski 2013-05-08 In the 22nd century, crime runs rampant in Mega-City One, home to over 400 million citizens, robots, criminals, and lunatics. The only line of defense between anarchy and chaos are] the Judges. And Judge Dredd is the toughest of them all. IDW is proud to re-introduce Judge Dredd to America in this new series.

The Making of Judge Dredd David Chute 1995-08-01 A lavishly illustrated, full-color chronicle traces the making of the sixty-million-dollar science-fiction action film starring Sylvester Stallone, due to be released in the summer of 1995. Original. Movie tie-in.

The Light and Darkness War Tom Veitch 2015-05-27 Helicopter pilot Lazarus Jones is consumed with survivor guilt and remorse after his crew is killed Vietnam. Spiralling into depression and alcoholism, Laz crosses the threshold between life and death, only to find himself battling once more alongside his lost comrades, in the ultimate war between Good and EvilÉ

The Responsive Judge Tania Sourdin 2018-07-06 This book focuses on the changing role of judges in courts, tribunals, and other forums across a variety of jurisdictions. With contributions by international experts in judicial administration and senior judicial figures, it provides a unique comparative perspective on the role of modern judges in a rapidly evolving environment and the pressures of effective judicial administration. The chapters are sourced from a Collaborative Research Network focused on innovations in judging, and sponsored by the international Law and Society Association. The book provides essential insights and perspectives for judges, judicial officers, and administrators, allowing them to respond to the challenges of the twenty-first century. It is also a valuable resource for legal practitioners and judicial experts, shedding light on the role of the modern judge and the strategies they employ.

Judge Dredd John Wagner 2010 This volume collects together forgotten and rare gems from the thrill-power archives. Readers can experience Dredd strips that haven't been reprinted in over 30 years.

Judge Dredd: The Cursed Earth Uncensored John Wagner 2017-01-17 The complete story collected in paperback for the very first time, with a brand new cover from comics legend Mick McMahon. Mega-City One, 2100. This post-apocalyptic city of the future is blighted by overcrowding, poverty and misery. With each of the 400 million citizens a potential criminal, order is maintained by future lawmen known as the Judges who have the power to act as judge, jury and executioner. Toughest of them all is Judge Dredd – he is the law! A deadly plague developed during the brutal 'Great Germ War' has reached the futuristic metropolis of Mega-City Two, located on the West Coast of the USA. Charged with delivering a life-saving vaccine to the citizens of the disease-ridden city, Judge Dredd and a small crew of Judges, war droids and the lawbreaking biker, Spikes Harvey Rotten, must travel a thousand miles across the radioactive wasteland known as 'the Cursed Earth.' Experience the complete Cursed Earth saga, collected in an oversize paperback after the instant sell-out hardcover – a sparkling action-packed parody from Pat Mills and John Wagner, complete with sumptuous colour spreads from Brian Bolland and Mick McMahon.

Punk Rock: So What? Roger Sabin 2002-09-11 It's now over twenty years since punk pogo-ed its way into our consciousness. Punk Rock So What?brings together a new generation of academics, writers and journalists to provide the first comprehensive assessment of punk and its place in popular music history, culture and myth. The contributors, who include Suzanne Moore, Lucy OBrien, Andy Medhurst, Mark Sinker and Paul Copley, challenge standard views of punk prevalent since the 1970s. They:
* re-situate punk in its historical context, analysing the possible origins of punk in the New York art scene and Manchester clubs as well as in Malcolm McClarens brain
* question whether punk deserves its reputation as an anti-fascist, anti-sexist movement which opened up opportunities for women musicians and fans alike.
* trace punks long-lasting influence on comics, literature, art and cinema as well as music and fashion, from films such as Sid and Nancy and The Great Rock n Roll Swindle to work by contemporary artists such as Gavin Turk and Sarah Lucas.
* discuss the role played by such key figures as Johnny Rotten, Richard Hell, Malcolm McClaren, Mark E. Smith and Viv Albertine.
Punk Rock Revisited kicks over the statues of many established beliefs about the meaning of punk, concluding that, if anything, punk was more culturally significant than anybody has yet suggested, but perhaps for different reasons.

Mister Sam Shearon's Creepy Christmas Sam Shearon 2016-10 The happiest time of the year is also the creepiest. Winter has an even darker and richer lore than Halloween. For centuries, people have feared creatures from ancient legends born of this time of year. Tales such as giant hairy monsters who live in the mountains and will snatch you up and eat you were used to ensure children didn't wander off in the snow and become lost. These were indeed just stories ... or were they? This festive feast of fear contains 40 original hand-drawn and inked illustrations from a variety of traditional beliefs and legends from around the world, including British, North American, Nordic, Icelandic, Austrian, and Germanic folklore. Mister Sam Shearon's Creepy Christmas features characters such as Krampus, Grýla, Santa Claws, Rabid Rudolph, the Grimace Tree, the Wendigo, the Snow Bear, the Yule Cat, the Abominable Snowman, and many more. Ready for you to bring to colourful life with fearsome festive cheer, each page is also accompanied with a poem—a guide to these creepy creatures from the season of ice and snow! www.CreepyChristmasColoringBook.com

Judge Dredd Year One Michael Owen Carroll 2014-11 Bred to dispense Justice, the young Dredd is not the wizened veteran we know, but a Judge with built-in determination and little experience. In City Fathers, the brutal murder of a Justice Department-sanctioned spy uncovers something new and dangerous in the sector's murky black market. Unless Dredd can stop it, chaos will be unleashed. In Cold Light of Day, a savage killing spree results in the deaths of two highlyregarded Judges, and many consider Dredd to be responsible: a decision he made five years earlier - while he was still a cadet - has come back to haunt

him. The third story in the collection will debut in this collection and is guaranteed to thrill.

The Apocalypse War John Wagner 2004-02-01 It begins with Block Mania - a virus that spreads throughout Mega-City One, turning citizen against citizen, and causing massive death and destruction. But that pales in comparison to the second phase - a co-ordinated nuclear strike which devastates the Block Mania survivors and leaves Mega-City One ripe for invasion... by the treacherous thugs of East-Meg One! Now, a beleaguered Dredd and a few survivors must strike back by any means they can find... because if they fail, Mega-City One is doomed forever! With art by fan favourites Brian Bolland (Batman), Steve Dillon (Preacher), Carlos Ezquerra (Just a Pilgrim), Mike McMahon (Slaine) and Ron Smith (Transformers), this deluxe hardcover edition is a must for every Judge Dredd and 2000 AD fan!

Global Entertainment Media Tanner Mirrlees 2013-03-14 A critical cultural materialist introduction to the study of global entertainment media. In Global Entertainment Media, Tanner Mirrlees undertakes an analysis of the ownership, production, distribution, marketing, exhibition and consumption of global films and television shows, with an eye to political economy and cultural studies. Among other topics, Mirrlees examines: Paradigms of global entertainment media such as cultural imperialism and cultural globalization. The business of entertainment media: the structure of capitalist culture/creative industries (financers, producers, distributors and exhibitors) and trends in the global political economy of entertainment media. The "governance" of global entertainment media: state and inter-state media and cultural policies and regulations that govern the production, distribution and exhibition of entertainment media and enable or impede its cross-border flow. The new international division of cultural labor (NICL): the cross-border production of entertainment by cultural workers in asymmetrically interdependent media capitals, and economic and cultural concerns surrounding runaway productions and co-productions. The economic motivations and textual design features of globally popular entertainment forms such as blockbuster event films, TV formats, glocalized lifestyle brands and synergistic media. The cross-cultural reception and effects of TV shows and films. The World Wide Web, digitization and convergence culture.

100 Months John Hicklenton 2015-04-23 John Hicklenton was one of Britain's leading comic book artists, who took his own life in March 2010 with the assistance of Dignitas in Zurich. 100 Months is an apocalyptic parable of environmental devastation written and drawn in fore knowledge of his own impending death. An intense, hallucinatory story with overtones of Dostoevsky's 'Legend of the Grand Inquisitor' and artwork of breathtaking intensity, it is the crowning achievement of a brilliant career, a true graphic novel that engages ultimate themes of life, death and salvation. Controversial, haunting and tortured in all senses, it will inevitably fuel debate around the issues of taking one's own life. Includes a foreword by Pat Mills.

The Audience in Everyday Life S. Elizabeth Bird 2013-08-21 The Audience in Everyday Life argues that a media audience cannot be studied in front of the television alone—their interaction with media does not simply end when the set is turned off. Instead, we must study the daily lives of audiences to find the undercurrents of media influence in everyday life. Bird provides a host of useful tools and methods for scholars and students interested in the ways media is consumed in everyday life.

Bakhtin and the Movies M. Flanagan 2009-05-29 Martin Flanagan uses Bakhtin's notions of dialogism, chronotope and polyphony to address fundamental questions about film form and reception, focussing particularly on the way cinematic narrative utilises time and space in its very construction.

Judge Dredd John Wagner 2013-01-01 Collects the artist's work from the Judge Dredd comic books, including cover art, pin-ups, and one-page strips.
The Best of the Victor Morris Heggie 2010-10-01 2011 is the fiftieth anniversary year of "The Victor" comic, Britain's "top boys" paper for War, Sport and Adventure." Following 2010's successful publication of "The Best of the Victor," Prion's sequel is this rip-roaring anthology of the best stories from "The Victor Book for Boys," which was the bestselling DC Thomson annual published from 1964 to 1994. In its heyday in the 1960s" The Victor" comic sold over half a million copies a week, with "The Victor Book for Boys" selling over a quarter of a million copies a year.

Contemporary Hollywood Stardom Thomas Austin 2003 This book offers a reappraisal of star studies in light of the arrival of the internet and the explosion in materials such as glossy magazines and merchandise meaning that stars are visible as never before. It explores the political economy of stardom, questions of performance, the effect on stardom of convergence between the film industry and other leisure industries, and the role of audiences.

Slaine Pat Mills 2003-01-31 2000 AD's ever-popular Celtic hero returns with a vengeance! Concluding the full-colour, fully painted new edition of Mills and Bisley's classic tale, Ukko the dwarf continues the story of how Slaine came to be crowned High King of Tir-Nan-Og... Having finally acquired the sacred weapons and approval he needed from the three other kings of Tir-Nan-Og, Slaine ascends to the position of High King - to immediately face his greatest threat, an army of Drones, Sea Demons and other foul creatures! But Slaine's mission is two-fold; as High King, he must also lead his people away from the darkness and mystery of their old religions, back to a oneness with nature... not that he won't be breaking a few heads along the way!

Insurrection Dan Abnett 2011-12-01 Mega-City One mining colony K-Alpha 61 has declared independence from the Big Meg and renamed itself Liberty. This act of defiance has angered the Justice Department's Special Judicial Squad. In a bid to stop further colonies from rebelling, was is inevitable.

Judges Against Justice Hans Petter Graver 2014-09-11 This book explores concrete situations in which judges are faced with a legislature and an executive that consciously and systematically discard the ideals of the rule of law. It revolves around three basic questions: What happen when states become oppressive and the judiciary contributes to the oppression? How can we, from a legal point of view, evaluate the actions of judges who contribute to oppression? And, thirdly, how can we understand their participation from a moral point of view and support their inclination to resist?

Mars Attacks Deluxe Edition John Layman 2014-09-09 The invasion... is collected! John Layman brought his special brand of comics writing to Mars Attacks! and the explosive results can all be found here in one oversized, deluxe package. Collects issues #1-10 and features art by John McCrea.

Judge Dredd John Wagner 2009-01-08 When Judge Dredd is sent to take over as chief of Sector House 301 in the isolated North-West Hab Zone, it is an unwelcome posting for him and his new charges.

Last Days of An Immortal Fabien Vehlmann 2012-09-05 In the distant future, Elijah is a member of the "Philosophical Police," who must solve conflicts that arise out of ignorance of the Other. Two species are fighting a war with roots in a crime committed centuries ago, and Elijah must solve the crime and bring peace between their species, while also confronting his own immortality in a world where science provides access to eternal life. In a world where death no longer exists, why do so many want to give up on life? Serious, heavy duty science fiction, with shades of author J.G. Ballard and the films Gattaca, Solaris, and George Lucas' THX 1138.

The Writers Directory 2008 Michelle Kazensky 2007-06 Features bibliographical, biographical and contact information for living authors worldwide who have at least one English publication. Entries include name, pseudonyms, addresses, citizenship, birth date, specialization, career information and a bibliography.

Essential Judge Dredd: The Apocalypse War John Wagner 2021-01-19 The second volume of the Essential Judge Dredd line features the greatest epic storyline in Judge Dredd history. Widely considered a comics classic, The Apocalypse War is reprinted alone in its entirety for the first time in its original format for over a decade. "The greatest moment in comics history" - Garth Ennis (Preacher, The Boys) The essential Judge Dredd graphic novel series – the ultimate introduction to the Lawman of the Future! When the citizens of Mega-City One’s massive city blocks declare war on each other, Judge Dredd realises it is merely a prologue to an all-out nuclear attack by East Meg One! As warheads rain down, Dredd leads a brave guerrilla resistance against the Sov forces, building to an earth-shattering decision that shakes his world to the core! This second wide-screen blockbuster volume in the Essential Judge Dredd graphic novel series presents The Apocalypse War, the mother of all ‘epic’ Dredd storylines, which forever fixed the character in readers’ minds and ensured Carlos Ezquerra’s title as the definitive Dredd artist in comics’ hall of fame. "The Apocalypse War gets at what makes Dredd such a joy to read." - Comics Alliance "Seared into the memory of everyone who read it" - The Guardian "Transitioned the character's brutality from just a source of tongue-in-cheek excitement into something of a disturbing clarity" - The Comics Journal

Judge Dredd: Origins John Wagner 2013-03-19 The birth of Judge Dredd's world is revealed. How America became a wasteland with two enormous Mega-Cities on each seaboard. How Judge Dredd himself came to be, and his first taste of dealing justice on the streets. Secrets will be revealed. The future will be forged. Justice will be served. An unusual delivery is made the the Grand Hall of Justice, a package that will force Judge Dredd to lead a mission into the Cursed Earth and into the darkest recesses of the history of the Judges and Mega-City One... Now in this much-anticipated Dredd epic, history is written by Dredd co-creators John Wagner (A History of Violence) and Carlos Ezquerra (Strontium Dog) with a special introductory tale featuring the art of Kev Walker.

The Board Game Book 2020-10-22

Digital Minimalism Cal Newport 2019-02-05 A New York Times, Wall Street Journal, Publishers Weekly, and USA Today bestseller "Newport is making a bid to be the Marie Kondo of technology: someone with an actual plan for helping you realize the digital pursuits that do, and don't, bring value to your life."--Ezra Klein, Vox Minimalism is the art of knowing how much is just enough. Digital minimalism applies this idea to our personal technology. It's the key to living a focused life in an increasingly noisy world. In this timely and enlightening book, the bestselling author of Deep Work introduces a philosophy for technology use that has already improved countless lives. Digital minimalists are all around us. They're the calm, happy people who can hold long conversations without furtive glances at their phones. They can get lost in a good book, a woodworking project, or a leisurely morning run. They can have fun with friends and family without the obsessive urge to document the experience. They stay informed about the news of the day, but don't feel overwhelmed by it. They don't experience "fear of missing out" because they already know which activities provide them meaning and satisfaction. Now, Newport gives us a name for this quiet movement, and makes a persuasive case for its urgency in our tech-saturated world. Common sense tips, like turning off notifications, or occasional rituals like observing a digital sabbath, don't go far enough in helping us take back control of our technological lives, and attempts to unplug completely are complicated by the demands of family, friends and work. What we need instead is a thoughtful method to decide what tools to use, for what purposes, and under what conditions. Drawing on a diverse array of real-life examples, from Amish farmers to Silicon Valley programmers, Newport identifies the common practices of digital minimalists and the ideas that underpin them. He shows how digital minimalists are rethinking their relationship to social media, rediscovering the pleasures of the offline world, and reconnecting with their inner selves through regular periods of solitude. He then shares strategies for integrating these practices into your life, starting with a thirty-day "digital declutter" process that has already helped thousands feel less overwhelmed and more in control. Technology is intrinsically neither good nor bad. The key is using it to support your goals and values, rather than letting it use you. This book shows the way.

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